ZOO
TYCOON ™

SAFETY WARNING

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms— children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

GETTING STARTED

Welcome to Zoo Tycoon™. You can now build your ultimate zoo! Stock it with all kinds of exotic animals, put in tons of objects, and include all sorts of attractions to attract more guests as you build your perfect zoo.

To install Zoo Tycoon

1 Insert the Zoo Tycoon disc into your CD-ROM drive.

The main Setup screen will appear.

Note: If Setup does not begin automatically when the disc is inserted, right-click **My Computer**, click **Open**, double-click the CD-ROM drive, and then double-click **Setup.exe**.

2 Click **Install**, and then follow the instructions that appear on the screen.

PLAYING ZOO TYCOON

When you first start Zoo Tycoon, you're given a tutorial to follow. After you complete the first tutorial, or after you exit it on your own, you will be given the following options at the Main menu.

Play Scenario Game   Begin playing scenarios—win-or-lose games with predetermined goals.

Play Freeform Game   Let your imagination run wild—the only way to lose is to run out of money.

Load Saved Game   Load a Zoo Tycoon game you've saved earlier or downloaded from the Internet.

Continue Saved Game   Return to the game you last played.

Get New Zoo Tycoon Items   You can get new animals and zoo objects from Microsoft or other players via the Internet or from sources like a CD-ROM. If you connect to a Microsoft server, the game will compare the Zoo Tycoon files on your hard drive to the latest versions on the Microsoft server and update the files, if necessary.

Freeform Game Zoo Maps

If you're new to Zoo Tycoon, choose a small zoo because it will be easier to manage. You can preset how much money your zoo will have before you start playing. The less money you have when the game starts, the more challenging the game will be.

USING THE ZOO TOOLS

Design exhibits that keep the animals happy. A well-cared-for animal is more likely to frolic and generally seems "happier" to guests. Guests will stay longer in your zoo if they see playful animals in attractive exhibits. This means more money for your zoo because guests buy more food, beverages, and gifts the longer they stay in the zoo. More money allows you to build bigger and better exhibits and to stock them with more exotic animals.

A good zoo manager:

- Constructs exciting exhibits.
- Makes animals and guests happy.
- Manages funds effectively.
- Hires hardworking staff members.
- Oversees research and conservation programs.
- Makes the zoo beautiful.

The zoo tools help you perform all of these tasks. The Zoo Tycoon interface has four large buttons, located along the upper-left side of the screen. You will use these buttons in building your zoo. Names and descriptions of each button follow.

Click the right mouse button to deselect any tool you've chosen.

Construction

Building a good exhibit means giving the animals adequate space, allowing guests to see the animals clearly, stocking the exhibit with the right foliage and terrain features, and making sure that zookeepers have easy access to the animals. Clicking the **Construction** button opens a panel containing a set of zoo tools that allows you to do all of these activities.

Construction button

Fences tab

Zoo Paths tab

Foliage tab

Rocks tab

Terrain Type tab

Terrain Height tab

Undo Previous Action button

Manual Gate Placement button

Iron Bar Fence

$180

Fence Type: Exhibit
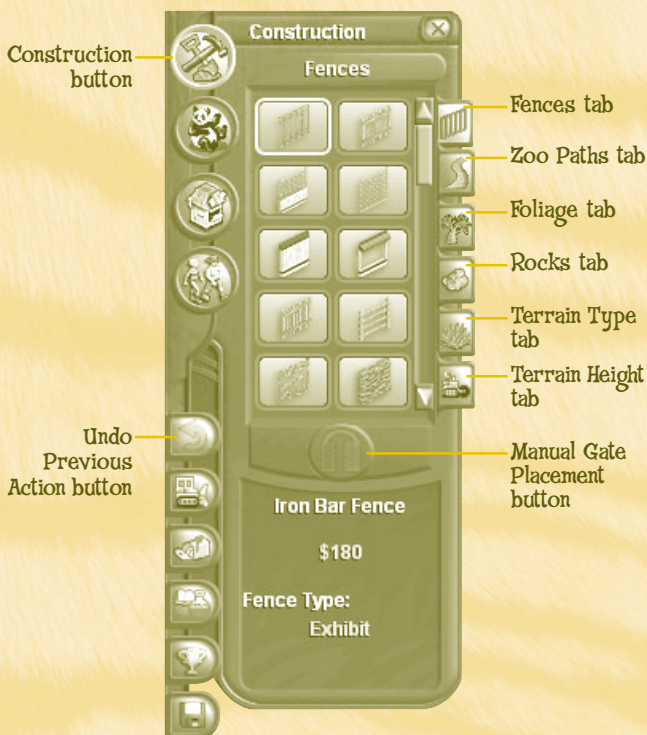
Fences Tab

Fences define the boundary of an exhibit. The fence must fully enclose an area in order for the exhibit to house animals. The outside back cover of this manual contains instructions for building a fence.

Everything placed within the fence becomes a part of the exhibit.

Guests prefer a fence that gives them an unobstructed view of the animals in the exhibit, as well as one that allows them to feel close to the animals. Some animals, however, like the privacy that a solid fence provides. You will have to decide which fence type is best for each exhibit and animal.

As exhibit fences age, they wear out and must be replaced to prevent animals from escaping. Maintenance workers repair fences, or you can replace them yourself.

Fence Types

You can choose to build tall or short fences. Tall fences keep big animals from escaping but are harder to see past than short fences. Short fences won't restrain big animals, but they're easier to see past. Short fences will not hold back animals that can climb or jump.

Some animals can escape over certain types of fences. You may need to build natural obstacles, such as moats, to keep animals in their exhibits.

Exhibit fences are used to contain animals. You can also build decorative fences that will beautify your zoo.

Exhibit Space

Most animals are happier with larger exhibits, but large exhibits are expensive to build. You must judge for yourself how much space is adequate to keep the animal from becoming unhappy. You can start with a small exhibit and then

Six fence segments per side is a good start for a basic exhibit.

make it larger by adding additional fence segments later.

Some animals require more space than others, with cheetahs requiring the most space and chimpanzees, gazelles, and wildebeests requiring the least.

Exhibit Gates

The exhibit gate is used by zookeepers to enter exhibits so they can care for the animals. You can get information about the exhibit by clicking the gate, which produces the Exhibit List panel (see page 30). The game automatically puts a gate in the exhibit's fence, or you can place it yourself.

To place a gate in a new location

- Click the **Manual Gate Placement** button, and then click the segment of fence where you want the gate to be located.

The closer exhibit gates are to each other, the more efficient the zookeepers will be in tending to the animals. Don't block the exhibit gate with objects; zookeepers need to easily get in and out of the exhibit.

Zoo Paths Tab

Guests will become lost if they don't have paths to follow. Staff members don't need paths.

To build a path

1 Click the **Zoo Paths** tab, and then click the type of path you want.

2 Move the cursor to the area of the zoo where you want the path to start, click and drag the cursor to build a section of path, and then release the mouse button to end the path.

($280)
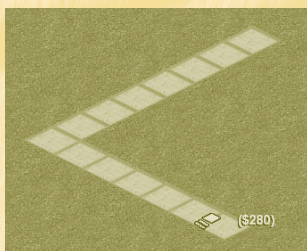
If you're not satisfied with the path you've built, you can remove it by clicking the **Undo Previous Action** button.

Paths will connect with each other as long as the terrain is flat or slopes gently. If it doesn't, you may be left with a broken path (see illustration below). If there are sharp inclines or cliffs, smooth the terrain with the terrain leveling tools (see page 13).

Broken path
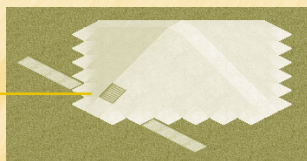
Foliage Tab

Clicking the **Foliage** tab gives you access to a variety of trees and bushes that are important to the happiness of the zoo animals. Check the selected plant's habitat and location information (located at the bottom of the Foliage panel) to make sure an animal will like the foliage in its exhibit.

Don't put a tree next to a fence if you have animals that can climb— they'll use the tree to escape!

Topiary

Topiary (plants shaped to look like animals) is expensive but worth it if you're interested in beautifying your zoo.

Try not to place trees in front of areas where guests are likely to stop to view the animals. If guests can't see the animals, the guests will become unhappy.

Flowerbeds

Colorful flowerbeds add to the beauty of your zoo and please guests.

Rocks Tab

Some animals enjoy climbing on rocks. If an animal likes rocks but doesn't find any—or enough—in its exhibit, it may not like the exhibit and become unhappy.

Note that both foliage and rocks can be placed in an exhibit for animals—but foliage and rocks can also be placed around the zoo grounds to beautify them.

Modifying the Zoo Terrain

Animals are happy when their exhibit matches their natural habitat. You can change the exhibit's surface or elevation by clicking the **Construction** button, and then clicking either the **Terrain Type** or **Terrain Height** tab.

Construction button

Decrease Tool Size button

Increase Tool Size button

Modify Terrain

Terrain Height

Terrain Type tab

Terrain Height tab

Change Terrain Height tools

Undo Terrain Changes button

Accept Terrain Changes button

$0
Click and drag up or down to create hills and valleys.
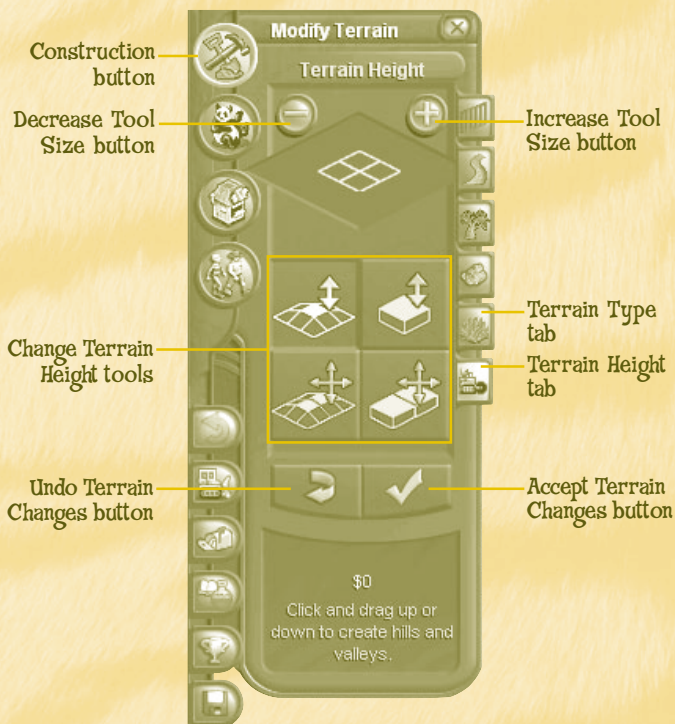
Terrain Type Tab

Choose this tab to convert the existing surface type into the kind the animal prefers. (See page 15 to learn how to determine what the animal likes.)

Terrain is changed by applying a "terrain tool" to the landscape of your zoo.

To change terrain type

1 At the top of the Terrain Type panel, select the size of your tool by clicking the **Increase Tool Size** (**+**) button to increase its size or the **Decrease Tool Size** (**–**) button to decrease its size.

2 Click the type of terrain you want to use.

3 Place the cursor over the area you want to change, and then click and drag the cursor to modify the terrain.

4 Click the **Accept Terrain Changes** button to make the change permanent, or click the **Undo Terrain Changes** button to start over.

As you convert terrain, a cost appears in the lower portion of the Terrain Type panel. This is a running total and you are not charged this amount until you click the **Accept Terrain Changes** button, deselect the terrain tool, switch to a new tab, or close the Construction panel.

As time passes, the animals will wear away the surface terrain in their exhibit, and you will have to replace it.

Terrain Height Tab

This tab contains options that allow you to build hills, valleys, cliffs, and moats. Some animals, like the markhor, like lots of elevation in their exhibit. The tool functions much the same as the Change Terrain Type tool.

Use a small shovel when making changes—it's easier to control your changes that way.

Change Terrain Height Tools

- The upper-left tool creates gradual changes in terrain height, producing hills and valleys.
- The upper-right tool creates abrupt changes in terrain height, producing cliffs and moats.
- The lower-left tool levels gentle terrain by leveling hills or by filling valleys.
- The lower-right tool levels steep terrain by leveling cliffs or by filling moats.

Create gradual hills/valleys

Create sheer cliffs/moats

Level hills/valleys

Level cliffs/moats

Note that a grid appears when you click this tab. The grid will help you plan your changes.
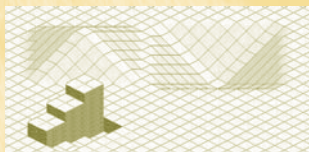
To alter terrain height

1 At the top of the Terrain Height panel, select the size of your tool. The tool can be as small as 1 square by 1 square, or as large as 5 squares by 5 squares.

2 Select the tool appropriate for the kind of change you want to make. The tools are described on page 12.

3 Place the cursor over the area you want to change, and then click and drag the cursor horizontally across the area to level the terrain or upward to raise the height or downward to lower it, depending on the tool you've selected.

If you're not happy with the changes you've made, click the **Undo Terrain Changes** button, which will erase your changes, leaving your zoo unaffected; otherwise, click the **Accept Terrain Changes** button.

Note that you cannot undo a terrain change after you switch to another tool or deselect the **Terrain Height** tab.

Adopt Animals

After you've built an exhibit, it's time to adopt animals to place in it. There is a wide variety of animals to choose from, ranging from less expensive, commonly available animals to expensive, rare animals. More animals will become available as you fund research and conservation programs (see page 23).

Clicting the **Adopt Animals** button opens the Animals Available panel.

Adopt Animals button

Animal Shelters tab

Animal Toys tab

Adopt Male Animals button

Adopt Female Animals button

Animal Facts button

Animal location

Preferred Terrain

Preferred Foliage

Lion

$700
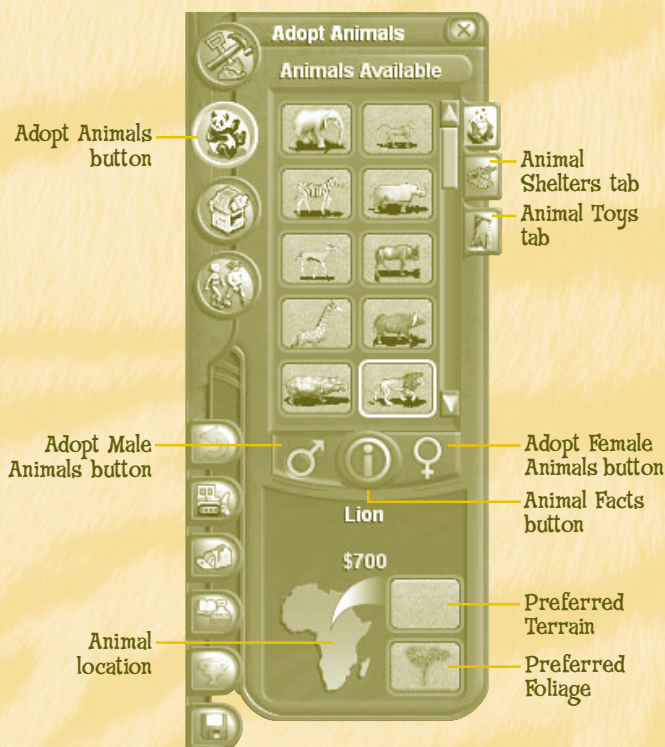
When you select an animal in the Animals Available panel, a brief summary—the animal's cost to adopt, the geographical location in which it is naturally found, its habitat, and the kinds of exhibit features it prefers—appears at the bottom of the panel. For additional information about that animal, click the **Animal Facts** button.

Put male and female animals in the same exhibit to increase the chance of baby animals appearing.

Animal Facts Panel

This panel contains a large image of the animal you've selected, as well as detailed information about the animal, including what it likes in its exhibit and its behavior in captivity.

Animal Facts

General Information

The lion is the largest African carnivore. The native habitat of the lion is the wide savannah of central and southern Africa. This region's wide swaths of tall grasses provide excellent coverage for lions on the hunt, and the occasional tree provides shade for resting lions. The lion spends over 20 hours a day resting, usually in the shade of trees or rocks. However, the lion is a very athletic cat, capable of impressively long and high leaps. They are also terrific climbers.

Lion

Animal Shelters Tab

Some animals like to have their own house within their exhibit. They may become too excited by the crowds or need a quiet place to sleep.

The Animal Information panel (see page 32) provides details about each animal, including whether it requires a separate shelter, as well as the kind of shelter it prefers.

Not all types of shelters are available at the beginning of the game. As your zoo funds research, better shelters will become available.

Animal Toys Tab

Click this tab to see the toys you can place in exhibits. Some animals love toys (monkeys love monkey bars, for example). More toys become available through research programs (see page 23). Toys increase animal happiness.

Placement of Objects in Exhibits

When you place objects, such as a shelter, foliage, rocks, or animal toys, in an exhibit, you can choose which direction they face.

To place objects in an exhibit

1 Click the object you want to place, and then move the cursor to the area of the exhibit where you want the object to be placed.

If you want the object to face a different direction, click one of the **Rotate Object** buttons to turn the object around. (Note: The image of the object will rotate in the panel, not on the gameplay screen, and you must rotate the object *before* you place it.)

Rotate object counter-clockwise ——— ——— Rotate object clockwise

2 Click to place the object. If you're not happy with its placement, click the **Undo Previous Action** button, and then place the object again.

When you place an object in an exhibit, a green happy face or a red sad face may appear. A sad face means placing the object makes the animal unhappy. A happy face means it makes the animal happy. If neither face appears, it means the animal feels neutral about the object.

Buy Structures

Click the **Buy Structures** button to open the Structures panel, which has two tabs: Zoo Buildings and Zoo Scenery. Use these tabs to place buildings and to beautify your zoo.

Zoo Buildings tab

Zoo Scenery tab

Buy Structures button

Rotate object counter-clockwise

Rotate object clockwise

Drink Machine

$50
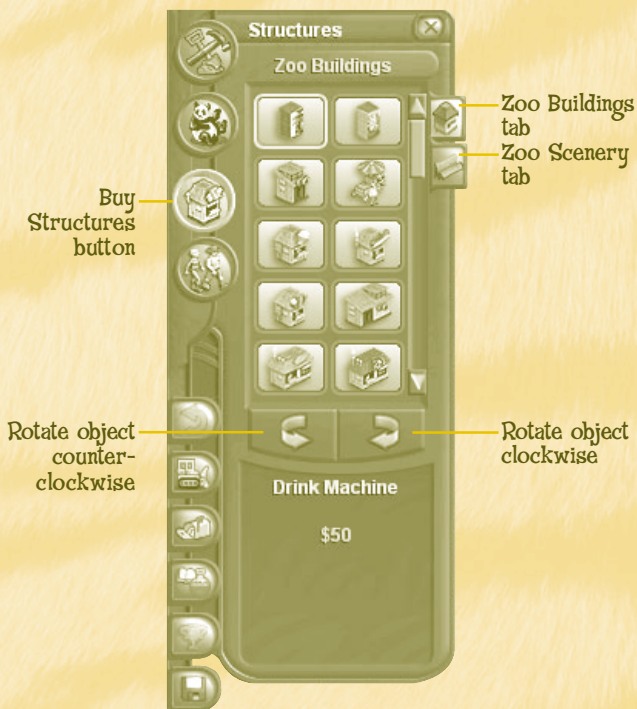
Zoo Buildings Tab

All zoo buildings generate income, except restrooms, which keep guests happy, and the Duck Pond, Petting Zoo, and Japanese Garden, which attract guests. Not all buildings are available at the start of the game. By funding research projects, you can add more buildings to your zoo.

The compost heap doesn't attract guests, but it does generate income for the zoo.

After you place a building, click it to display its Building Information panel. If the building sells anything, the items it sells will be pictured on the bottom of the panel. Click the up or down arrow to change the price charged for these items. Or click the green dollar symbol to sell the building and remove it from the zoo. In addition, the panel may contain the following informational tabs.

Status   Shows how many visitors or customers have visited the building.

Finance   Presents the zoo's financial information by last month, current month, and total.

Change Color   Provides optional colors for the building's roof.

Building Information
Ice Cream Stand 2
$2.00

Customers: 0
Total Customers: 0
Total Income: $0
Items Sold:

Items sold

Sell Building button
Status tab
Finance tab
Change Color tab
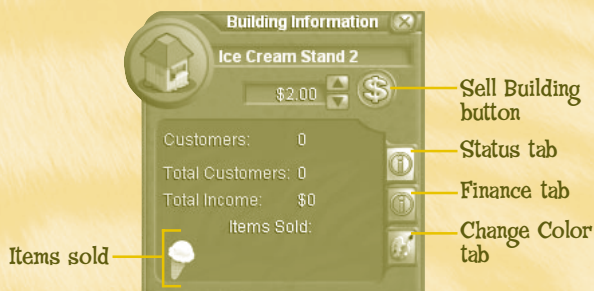
To change a building's roof color

1 Click the building to access its information panel.

2 Click the **Change Color** tab, and then click the colored square to display the colors that can be substituted for the current roof color.

3 Click any of the new colors shown to change the roof's color. (Note: The color doesn't change until you close the Building Information panel.)

Zoo Scenery Tab

An inviting zoo environment, complete with extras, keeps guests happy.

Bench   Conveniently located benches allow tired and unhappy guests to sit and relax. As they relax, their energy replenishes, thereby encouraging them to continue walking around your zoo—and to spend more money buying food and gifts and visiting attractions.

Exhibit Sign   Signs beautify the zoo and educate guests about exhibits.

Picnic Table   Without picnic tables, guests have to stand to eat, which makes them unhappy.

Trash Can   Conveniently placed trash cans help keep zoo paths clean. Without trash cans, guests throw trash on the ground. Trash cans are emptied by maintenance workers.

Observation Areas   These additions help beautify your zoo.

Hire Staff

As zoo manager, you'll oversee the work of three types of employees: zookeepers, tour guides, and maintenance workers.

To hire staff

1 Click the **Hire Staff** button, and then click the staff member you want to hire.

How well a zookeeper performs depends on the number of animals—not the number of exhibits.

2 Move the cursor to the area where you want the staff member to begin working, and then click to place the staff member.

Click the **Information** button to display the Staff Facts panel, which provides specific information about each worker's duties.

Staff Facts

Staff Duties

Zookeepers are staff members that provide care to the animals in the zoo. They clean and maintain the exhibits and are paid on a monthly basis. Zookeepers can be assigned to a specific exhibit and specialize in the care of the animals in it, or they can be left to make their own decisions and perform their routine duties.
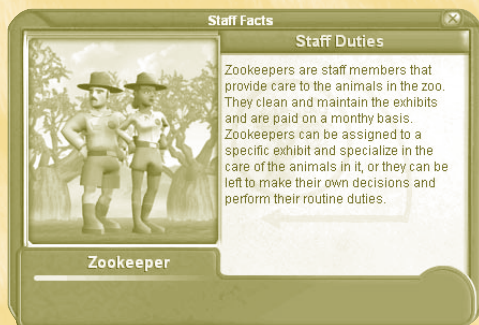
Zookeeper

Zookeepers   Feed, heal, and clean up after the animals. They have the highest salaries, so don't hire too many too quickly.

Tour Guides   Share information about the zoo with guests.

Maintenance Workers   Repair exhibit fences, pick up trash, and clean up after animals.

MANAGING YOUR ZOO

Manage your zoo by using the tabs along the lower-left edge of the gameplay screen.

Undo Previous Action Button

Click this tab to take back the last object you placed.

Clear Objects Tab

Choose this tab to clear any object from your zoo (except for animals, guests, or staff). Note that clearing an object this way sells the object. You get back part of the money you spent on the object.

To clear multiple items, draw a box with the cursor—all the zoo objects inside the box will be deleted when you release the mouse button.

To clear an object

1 Click the **Clear Objects** tab, and then place the cursor over the object you want to clear.

2 Click to clear the object.

Message List Tab

This tab lists the on-screen messages that have been generated about your zoo. Click it once to display the list of messages; click it again to hide the list.

Research and Conservation Tab

If you're playing a freeform game, your zoo will begin with simple technology and limited availability of animals. By researching the latest in zoo methods, your zoo can use advanced features and adopt rare and endangered animals— thereby attracting more guests.

Zoo funding begins at "zero," which means that you must increase the funding to get great stuff.

The panel's three tabs display information about the current conservation and research programs. The project's title, an image representing it, and the estimated time to complete it are displayed for each program. The more funding you give to a program, the quicker it will be completed.

Scenario Information Tab

If you're playing a scenario, the background and goals of the scenario are displayed here. (Note: This tab is only available when you're playing a scenario.)

Game Options Tab

Clicking this opens a panel containing the following tabs.

File Options   Loads a previously saved game, saves a game in progress, returns to the main menu, or exits Zoo Tycoon.

Sound & Video   Controls the sound volume, screen size, and video resolution.

Help Options   Displays long or short tool tips (text that appears when your cursor hovers over an item). Long tool tips are on by default.

About   Displays information about your copy of Zoo Tycoon.

File Options tab

Sound & Video tab

Help Options tab

About tab

Game Options tab

Map

In the lower-left corner of the screen, you will see a green, diamond-shaped area. This represents a minimap of the zoo. The white square represents what is on the gameplay screen at the moment. Click the minimap to move to any place in your zoo. Zoom in or out by clicking the **Zoom In** (**+**) or **Zoom Out** (**–**) button. Change your perspective on the zoo by clicking the **Rotate Clockwise** or **Rotate Counter-Clockwise** arrow.

Zoom buttons

Rotate buttons

Camera button

Minimap

Click the **Camera** button to take a snapshot of your zoo that you can then share with other players. The image is saved in a screenshots directory in the Zoo Tycoon folder.

ACCESSING INFORMATION ABOUT YOUR ZOO

The buttons and bars along the bottom of the screen help you monitor your zoo.

Pause/Resume Game | Zoo Status | Animal List | Exhibit List

Mar, Year 1 | $106,607

Current Date | Available Cash | Guest List | Staff List

Pause/Resume Game Button

Click this button to pause Zoo Tycoon; click it again to resume your game. You can also press the SPACEBAR to pause the game.

When the game is paused, animals won't provide feedback when you place objects in their exhibits.

Current Date Bar

This shows how much time has passed since your zoo started. It begins counting at January, Year 1.

Available Cash Bar

This shows how much money you have available to spend on improvements to the zoo.

Zoo Status Button

Clicking this button opens a panel that contains
the following tabs: Zoo Information, Income/Expenses,
Zoo Graphs, and Zoo Awards.

Zoo Information Tab

This tab shows the admission
price and the number of animals,
exhibits, attractions, guests, staff,
and zoo benefactors. It also
allows you to rename your zoo.

Use this panel
to change
the admission
price at
your zoo.

Zoo Marketing

Click the **Increase Marketing Funding** (**+**) or **Decrease
Marketing Funding** (**–**) button to change the amount of
money your zoo spends on marketing activities, which will
increase the number of guests coming to the zoo.

Income/Expenses Tab

This tab shows a list of the zoo's income, expenses,
cash on hand, and total financial value.

Zoo Graphs Tab

Click this tab to display the following useful information about your zoo.

Rating over Time   Shows your zoo's rating over the past several months. Your zoo earns a higher rating if you have lots of happy animals and guests.

Keep an eye on the zoo rating graph. It's important for many scenarios and is a good overall indicator of how you're doing.

Zoo Donations   Lists how much money has been donated.

Zoo Profit   Shows how much money the zoo is earning.

Zoo Attendance   Shows the number of admissions during the past few months.

You can also change each topic's format by clicking the **Line Graph** or **Bar Graph** button on this tab.

Zoo Awards Tab

The awards your zoo has won are displayed here. Awards are only given in freeform games.

Animal List Button

Clicking this button reveals a list of the animals currently on exhibit in your zoo. To sort the animals, you can apply one of several different filters: all animals, sick animals, animals that are unhappy with their exhibit, angry animals, hungry animals, or escaped animals.

To sort the list of animals

- Click a filter button to display a list of animals that matches the filter.

Animal Happiness Bar

This bar, located to the right of the **Animal List** button, indicates the average happiness of all of the animals. It measures the animals' satisfaction with their exhibits, how well they're fed, their health, and other factors. The longer the bar, the happier the animals are in the zoo.

Guest List Button

Clicking this button opens a panel listing all the guests in your zoo. To sort the guests, follow the same procedure as for the animal list to apply one of the following filters: all guests, thirsty guests, guests looking for a restroom, angry guests, hungry guests, or guests who are tired (low on energy).

Guest Happiness Bar

This bar, located to the right of the **Guest List** button, measures the average happiness of all the guests, based on their energy level and how well their needs for a restroom, food, and drinks are being met.

If the bar is yellow, it means the guests are unhappy. If it turns red, it means the guests are angry.

Exhibit List Button

Click this button to show information about any exhibit. You can choose from a list of all exhibits in the zoo.

The fence icon depicts the condition of the exhibit's fence. If the icon is green, the fence is in good condition. If it's yellow, the fence is in bad condition. If it's red, at least one segment has been worn away or trampled.

Damaged fence

Fence in good condition

Exhibit List

African Giraffes

African Giraffes

Ibex Mountain

Lion Kingdom

Exhibit Information

Popularity Rating

Donations

Last: $15.70
Current: $4.94
Total: $259.20
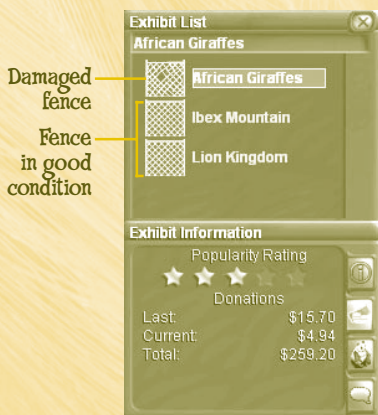
Exhibit Information Tab

This tab contains information about the zoo's status.

Popularity Rating 1–5 stars—more stars means more popularity.

Donations Donations during the last month and in the current month, as well as total donated.

You can rename an exhibit by clicking the exhibit name at the top of the panel, and then typing a new name over the old one.

Upkeep Amount spent last month and in the current month, as well as total spent.

Constructed When the exhibit was constructed.

Zookeeper Whether a zookeeper is assigned to the exhibit.

Animals Tab

This tab shows all the animals in the exhibit.

Thoughts Tab

This tab lists guests' thoughts about the exhibit.

Staff List Button

Clicking this button displays a panel listing all staff members in the zoo. To sort the staff members, apply one of the following filters: all staff, unassigned staff members, assigned staff members, zookeepers, maintenance workers, or tour guides.
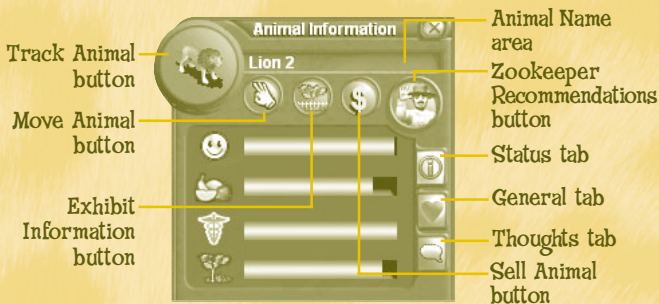
ANIMAL, GUEST, AND STAFF INFORMATION PANELS

When you click an animal, guest, or staff member, a panel appears that contains a variety of information about the selected animal or person. Much of this information can also be found when you click the Animal List, Guest List, or Staff List button along the bottom of the screen.

Animal Information Panel

Clicking an individual animal displays the Animal Information panel, which has three tabs that show a variety of information about the animal.

Track Animal button

Move Animal button

Exhibit Information button

Animal Name area

Zookeeper Recommendations button

Status tab

General tab

Thoughts tab

Sell Animal button

Status Tab

This tab measures four areas of animal satisfaction: happiness, hunger, health, and exhibit suitability.

General Tab

This tab gives the animal's gender and how long it has been since it ate and slept.

Thoughts Tab

This tab lists guests' thoughts about the animal.

In addition, you can click these buttons to perform the following activities.

Track Animal   Track the selected animal's movements. Click the button again to stop tracking.
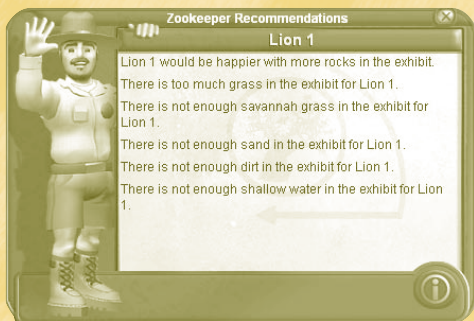
Animal Name   Give the animal a new name.

Move Animal   Move the selected animal to a new location. You cannot place an animal outside an exhibit. You can also double-click an animal to pick it up.

Exhibit Information   Display the same information as the Exhibit List button on the bottom of the screen.

Sell Animal   Sell the selected animal. Unhappy animals earn less money when they're sold.

Zookeeper Recommendations   Display recommendations from the zookeeper for improving exhibits.

Zookeeper Recommendations

Lion 1

Lion 1 would be happier with more rocks in the exhibit.

There is too much grass in the exhibit for Lion 1.

There is not enough savannah grass in the exhibit for Lion 1.

There is not enough sand in the exhibit for Lion 1.

There is not enough dirt in the exhibit for Lion 1.

There is not enough shallow water in the exhibit for Lion 1.

Guest Information Panel

Clicking an individual guest displays the Guest Information panel, which has three tabs that show a variety of information about the guest. You can track the guest's movements by clicking the **Track Guest** button or rename the guest by typing a new name in the **Guest Name** area.

Track Guest button

Happiness
Drink needs
Food needs
Restroom needs
Energy

Guest Information

Guest 1

Guest Name area

Status tab
General tab
Thoughts tab

Status Tab

This tab displays an array of meters showing the guest's satisfaction level. The longer the bar, the better the guest feels. Five areas of guest satisfaction are measured: happiness, drink needs, food needs, restroom needs, and energy. It's important for a guest's satisfaction to keep all of these bars as full as you can.

If a guest's restroom bar is short, it means there are no restrooms near the guest. If the energy bar is short, try placing more benches and picnic tables to give the guest a place to relax.

General Tab

This tab displays the length of time the guest has spent in the zoo, the guest's favorite animal, and what the guest is carrying.

Thoughts Tab

This tab displays the guest's thoughts. Use this information to see what you need to provide your guests.

Staff Information Panel

Clicking an individual staff member displays the Staff Information panel, which has two tabs for managing the staff member's work.

Track Staff Member button

Move Staff Member button

Fire Staff Member button

Staff Information

Zookeeper 1

Monthly Salary:
$800
Current Duty:
Monitoring zoo

Training:

Staff Member Name area

Assign Exhibit button

Status tab

Job Assignment tab

Staff Status Tab

This tab displays the following information: monthly salary, current duty, and what training has been completed through research and conservation programs.

Job Assignment Tab

You can use this tab to add or subtract assignments.

In addition, clicking the following buttons enables you to perform these activities.

Track Staff Member   Track the selected staff member's movements. Click the button again to stop tracking.

Staff Member Name   Give the staff member a new name.

Move Staff Member   Move the selected staff member to a new location. You can also double-click staff members to move them.

Fire Staff Member   Fire a staff member who is no longer wanted.

Add Exhibits to Schedule   Add exhibits to the worker's schedule.

To add exhibits to a worker's schedule

■ Click the **Add Exhibits to Schedule** button, and then select the exhibit you want to add to the worker's schedule.

Staff members will care only for the exhibits on their assignment lists and will ignore all other exhibits. If you want your staff members to care for all exhibits, do not assign any specific exhibit to them and they will share their time among all exhibits. Zookeepers assigned to specific exhibits, however, become better at treating the animals in those exhibits. You cannot assign maintenance workers to specific tasks.

QUICK START

Build a Zoo in Four Easy Steps

The first thing your zoo needs is an exhibit for animals to live in. Let's build it!

1 Click the **Construction** button.

This button opens a panel with a bunch of tabs on it. The tab with a fence on it should already be selected for you—click it if it isn't. Then click one of the fences.

2 Move the cursor to the grassy area. Click and drag the cursor to construct a section of fence, and then release the mouse button.

Do it again until you've made a closed-in area.

You've built an exhibit! Click **OK** to accept the displayed name or type a new name in the box that pops up.

Now you need to place an animal inside your exhibit.

3 Click the **Adopt Animals** button.

This button opens a panel showing lots of animals to pick from. Click one of them.

4 Move the cursor to the exhibit, and then click anywhere inside the exhibit to place your animal.

That's it!

You're ready to start building a bigger and better zoo. Adopt more animals, hire staff members, and accommodate the needs of your guests.

No animals were harmed in the making of this game.

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